
Title: Alagner's Book of Marvelous and Astonishing Things Vol II

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Silver Serpeant Venom:
mages's dream, youth's
bane. Once upon a time,
the ability to gather this
reagent was heralded as
the beginning of a new
era of magicry. It was
the epitome of High
Wizardry, but alas, as
frequently happens, the
promise paid but little.
While direct doses of
this reagent give a boost
to strength, the
permanent damage done to
the body far outweighs
any temporary advantage.

Unfortunately, these
adverse effects tend to
carry over to the spells
cast using this reagent.
Before his illness, Garok
Al-Mat, a mage of the
high mountains, was
experimenting with the
venom in conjunction with
spider silk and giant bee
pollen.. His hope was to
bind the qualities into an
effectibe casting reagent
for divination. But his
work is now lost forever.

Hoe of Destruction:
accidental glory. One of
the most recent magic
items freated, this once
ordinary hoe dates back
to only a few years ago
when one of the first
mages (a bush mage of
no real merit) to succumb
to the illness that now
plagues all mages, was
asked to both repair a
broken hoe for a local
farmer and enchant a

sword for a warrior.
Unfortunately, his
perhaps-never-to-be-repeat
ed-enchanted has made
this hoe one of the
better melee weapons
around today. this hoe
can be distinguished by
its distinctive red, glowing
hilt. Be wary if thou
dost ever face it.

(Items below this point
need more research
before publication.)

Fire Doom Staff:
lethality personified.
This staff, which hurls
exploding fireballs that
actually seek out a
target, is perhaps the
most lethal of all magic
weapons created in the
era of human-gargoyle
cooperation. But, as with
most of the more
powerful magic weapons,
its limited life span
means it may fail thee
at the worst of times.

Great Dagger: A great
idea but shy of a wonder.
This dagger is perhaps
one of the most
ingeniously economical
items ever produced. It
appears to be naught
more than an ordinary
dagger, save for the
large red stone for a
pommel. However, when
one strikes with it, it is
magically transformed into
a two-handed sword. It
hides well, and is light on
the belt, but no more
dangerous than that of
an ordinary two-handed
sword (which means of
course, is in no way
feeble.)

Glass Swords: A
historical legacy of death.
These single-use swords
will almost always kill any

creature in a single blow,
but they are seldom
useful for a second
opponent.

Other Miscellaneous

Magical Weaponry: As a general case, any person with a modicum of magical talent can identify magical weapons, armor and other apparatuses by their pulsating glow. Often, however, the color indicates even more about the item than just the existence of the enchantment. For example, a green field often denotes a poisoning weapon.

Starbursts: clouds of flying death. Originally designed as a small transportable weapon, this magically laminated throwing star bursts into a cloud of similar stars upon contact with its target. Although not terribly devastating, it is the tiny size that makes it such an effective defence.. Its small size also makes it a valuable backup missile weapon, for many can be carried together.

Burst Arrows: an area effect arrow. The arrow functions as a regular arrow, but upon impact, explodes into a thousand flying shards of death.